

# ABSTRACT

To realize a music-oriented game allowing the use of a  
5 commercially available music information storage medium, such  
as a commercially available music CD, or a network distribution  
as a means for obtaining original data of game music. In a game  
device of which controller is operated by a player in accordance  
with game music, game program code and game data are stored in  
10 a CD-ROM. The game data includes operation timing data, which  
is necessary when using the music recorded in a predetermined  
commercially available music CD, as game music. The recorded  
content of a commercially available music CD is read using a  
CD-ROM reader 24. When that commercially available music CD  
15 is the predetermined commercially available music CD, music is  
reproduced as game music based on the recorded content of that  
commercially available music CD, and a guidance is shown on a  
monitor based on the operation timing data whereby timings at  
which the player is required to operate the controller in  
20 accordance with the game music is instructed to the player.